

PATENT APPLICATION FOR  
THE GRAPHICAL WORKOUT FEEDBACK SYSTEM

CLAIMS

This patent application claims as follows;

1. A system comprising;

means for mimicking a computer game environment by creating a simultaneous virtual competition between graphical depiction of current workout performed on exercise machines with graphical depictions of previous workouts; and

means for continuously measuring and recording all workout parameters on such exercise machine workouts in sufficiently small time increments to allow smooth movement of such graphical depictions; and

means for viewing parameters of current workouts real-time, in graphical format, and means for viewing the same parameters of other workouts juxtaposed in the same graphical representation for comparative viewing;

2. A system (in accordance with 1), wherein

during the workout, an entire configuration of current workout parameters is continuously measured and recorded at regular time increments as small as one or more times per second, and stored locally. After the workout is completed, a permanent record is then created in a remote database, that stores not just a summary, but the continuously measured data in its entirety.

3. A system (in accordance with 1), wherein

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at the initiation of each workout, a standard profile of data related to previous workouts is downloaded from remote to local storage and immediately used to recreate graphical depictions of actual and theoretical workouts in the current visual environment.

4. A system (in accordance with 1), wherein  
  
a segment of the visual display continuously displays visual depictions of current and previous workout activity as movement through the same time/space reference using graphics and game animation techniques (i.e. graphical figures representing the current exercise activity racing against ones own previous time/workout).
  
5. A system (in accordance with 1), wherein  
  
a segment of the visual display presents continuously displays graphics and animation of visual depictions of actual or mathematically constructed workout entities such as average time, or personal best time, juxtaposed real-time, in the same time/space reference as graphical depictions of current workout.
  
6. A system (in accordance with 1), wherein  
  
a segment of visual display continuously presents graphs and charts of current workout parameters, to which can be juxtaposed in the same graphical reference, the same parameters of other workouts.

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7. A system (in accordance with 1), wherein  
pulse rate during workouts is measured using a sensory device worn by the  
user and is continuously recorded (every minute) and retained permanently as  
part of the workout record.
8. A system (in accordance with 1), wherein  
oxygen intake capacity and blood oxygen level are measured by a device(s)  
worn by the exerciser and continuously recorded and retained permanently as  
part of workout record.
9. A system in accordance with 1, wherein  
means for calculating distance covered is based on multiplying RPM times a  
variable factor for increasingly higher resistance levels.